Introduction

- HERE IS A COLLECTION of ninety wood-crafts for experienced home-workshoppers and hobbyists who are just discovering the salisfying pastime of making things with their own two hands. This book is designed to give you the fun, satisfaction and know-how of simple wood-crafting.
- Each project is presented with easy-to-follow instructions, complete with illustrations and patterns and blueprints when necessary. The required tools are listed—and, don't warry, they are easily obtainable and inexpensive. There are no complicated projects that demand the use of intricate woodworking equipment; in general, they are articles that take only a few hours of enjoyable work. They don't assume any previous knowledge of woodworking; the newcomer as well as the old-timer will spend many pleasurable hours working on the projects in this book. Children can work on some of the items; they'll enjoy helping Dod and building their own toys and models of wood. It may take an older hobbyist to construct the wooden clothes closet or some of the more detailed models, but even those are not terribly difficult.
- We suggest interesting ideas for finishing, coloring and decorating.
 You can follow these to a point, if you like, and then add your own distinctive personal touch.
- You'll find something for everyone in the family. There are jewetry for Mom and Sis, toys and wonderful aximal models for the kids, camping and hunting crafts for Dad, games and puzzles for all to enjoy together, and articles to improve and beautify your home—dozens of useful and decorative objects.

WOOD-CRAFT

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REQUIRE

KANGAROO - IS A SUMPLE, BRAVITY OPERATING TOY THAT IS

DRAW 12" SQUARRES ON THE LUMBER WHICH WILL BE USED FOR THE BODY & LEGS. SKETCH

IN THE DRAWINGS ON THE WOOD AND SAW THEM OUT.
NEXT DRILL SMALL HOLES IN THE LEGS AT'X': MARK'Y' ON THE GOOD ON BOTH SIDES.

MATERIAL REQUIRED

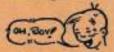
PACE OF HARDWOOD

A THICK BY 4"XO" FOR
THE BODY.

PRICES OF 1/2" HARDWOOD

2" BY 3" FOR THE
LESS.
PRICE OF 1/4" SQUARE BY
1" SOFTWOOD FOR THE
SPACER BAR.

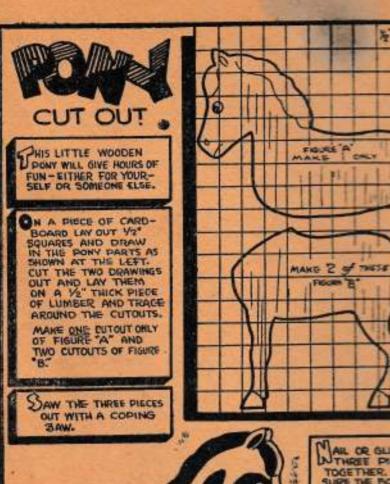




PLACE ME OH A LITTLE PAT ON THE HEAD, WATCH HE GO. AS EACH TOY IS DISFERRENT IN WEIGHT, YOU WILL MAN'S TO JUDGE THE PROPER ANGLE OF THE GOARD.

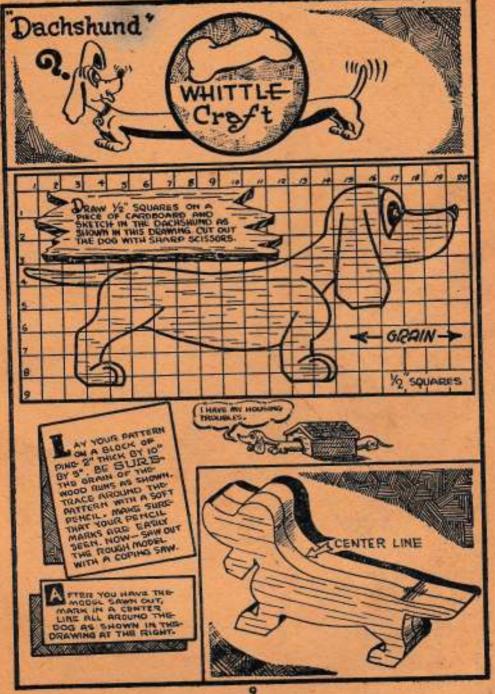
CONSTRUCTION-

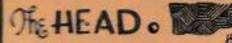
MAIL THE LESS TO THE BODY AT "Y".
MAKE SHEET THE LEGS SWING FREELY
HOW PLACE THE SPACE BAR IN BETWEEN
THE LEST-AT THE CONTER - MAIL OR BLUE
THIS BAR TO THE LEST.
DAINT THE TOY WITH BRIGHT COLORS.



MAIL OR GLUE THE DITHREE PIECES TOGETHER. MAKE SURE THE BODY IN ALL THREE PARTY MATCHELL ROLLING OFF ALL THE BOGES WITH SENDRAPER.

PAINT THE PONY
WISH. THE ONE
SHOWN NEET IS
PAINTED WHITE WITH,
BLACK SPOTS MARK
IN THE EARS, EYES,
MOSE AND MOUTH.





MES IN SHADING THE HEAD.

LET OUT THE SHADED PARY

THE MECK, TAKE OUT ENOUGH

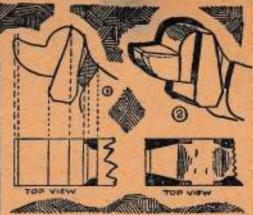
THE MECK, TAKE OUT ENOUGH

THE MECK, TAKE OUT ENOUGH

THE MECK OF THE

THE MECK OF THE MECK O

O CUT DACK /8 IN-INTHE FRONT
AND BACK OF THE EARS, THIS IS TO
MAKE THE FEATS STAND OUT. THE
MOSE IS \$4. WHOO AT THE THE
AND TAPERS BACK TO THE HEAD.
THE DOTTERS LINES ON THE MEAD.
IN PICTURE (8) SHOWE THE ORIGINAL
WHOTH OF THE BLOCK CHAY.





GUT OUT THE SHADED PARTS SHOWN HERRY THE EYE IS A DEEP NOTCH CUT DOWN INTO THE HEAD AND CUT OUT ROUND OFF THE NOSE AS SHOWN IN THE SHADED AREAS.





NOTCH.





THE EARS ARE COMPLETED THE WASTE FROM BETWEEN THEM-LEAVING THE EARS ABOUT '8" THICK, ROUND OFF THE EDGES ALSO.

THE YOU HAVE COMPLETELY
ROUNDED OFF ALL
THE PARTY OF THE DOG,
SANDPAPER IT TO A SMOTH
ROUNDNESS. WHEN USING
THE SANDPAPER, ALWAYS
GO WITH THE GRAIN OF
THE WOOD, IT MAKES A
CLEANER JOB.

\$28650 In 1911(\$27/5509) \$290

HOW ARE YOU ? TO DOING, CHUM? TIM NOT AS TOUGH

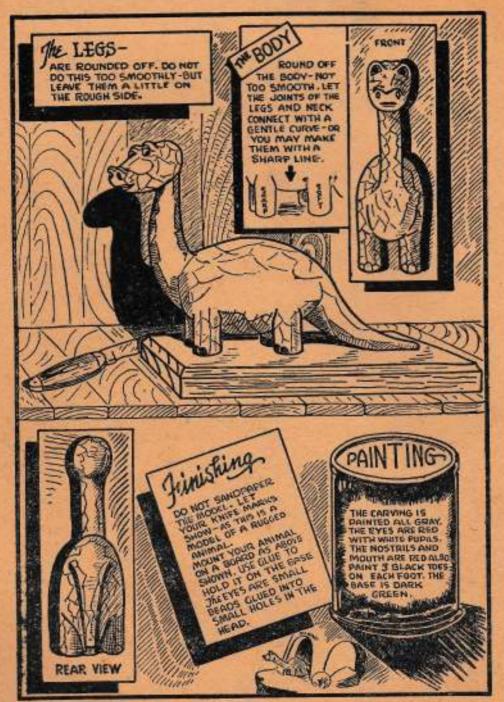
















SQUARE OFF A
PIECE OF CARDBOARD INTO V2°
SQUARES SKETCH IN THE SIDE
VIEW OF THE PIG AS SHOWN
AT THE LEFT. CUT OUT THE
DRAWING AND LRY IT ON A
PIECE OF SOFT WOOD 174 IN
THICK. TRACE AROUND THE
PATTERN WITH A SOFT PENCIL.
CUT OUT THE ROUGH MODEL
WITH A COPING SAW.

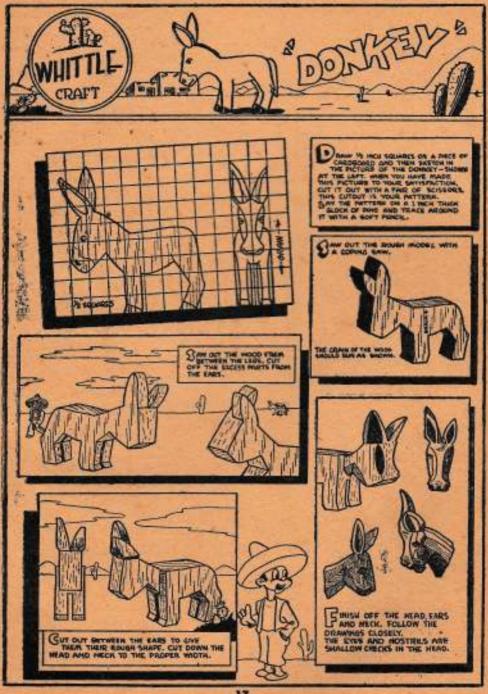


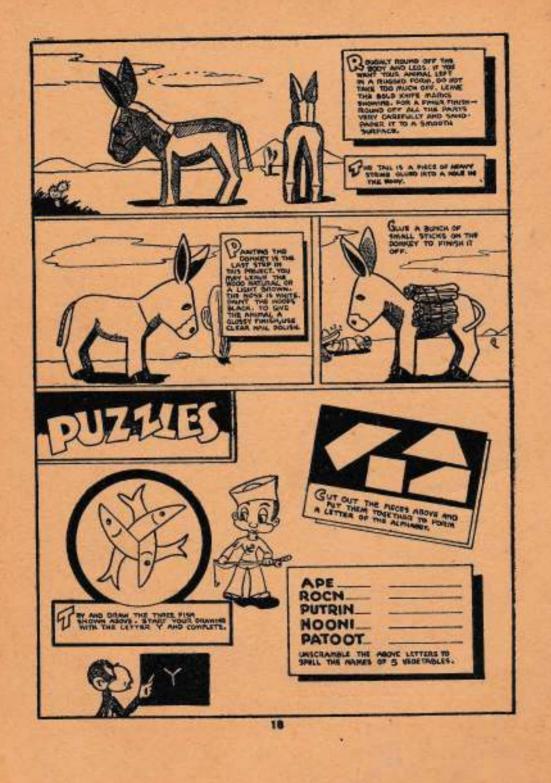


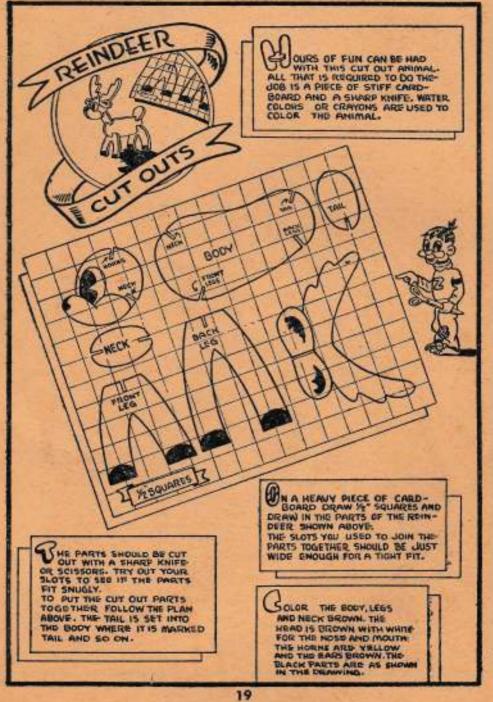
DRAW A CENTER LINE ALL AROUND THE MODEL: SAW OUT ABOUT 3'S OF THE WOOD FROM BETWEEN THE LEGS.

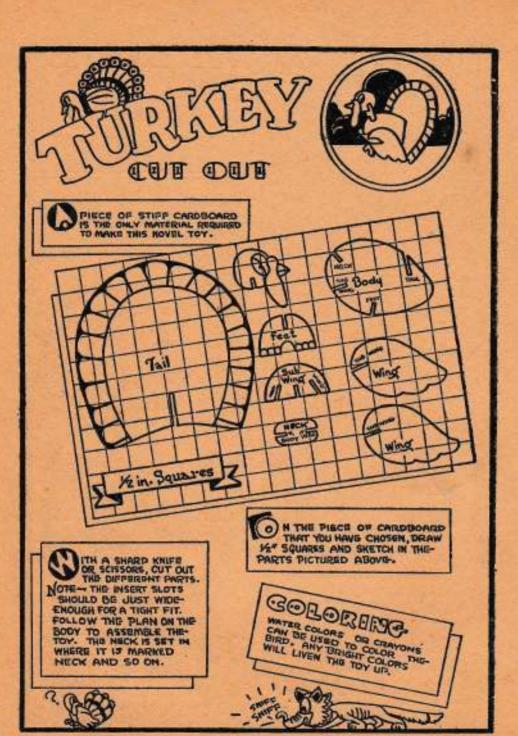


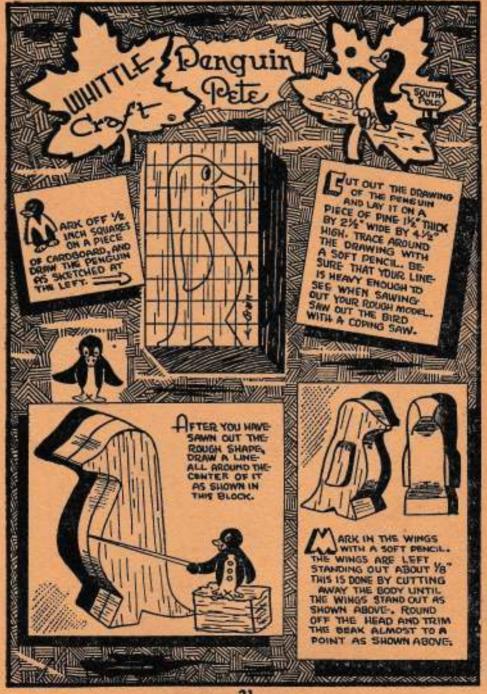


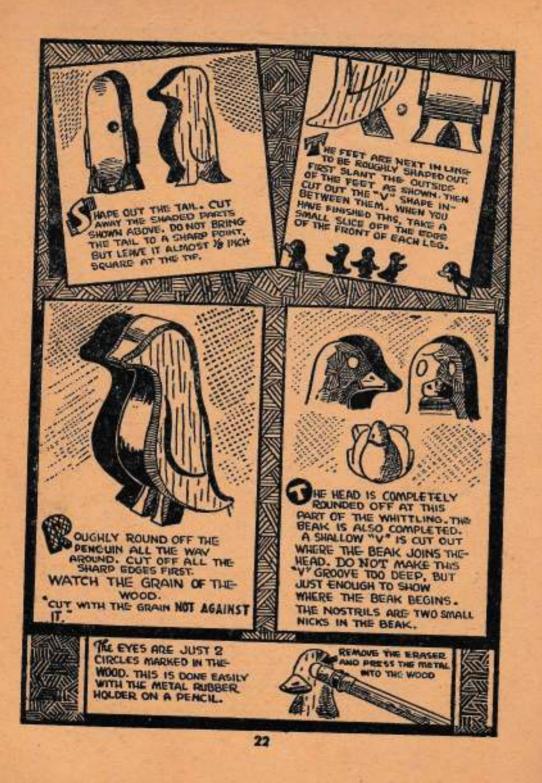


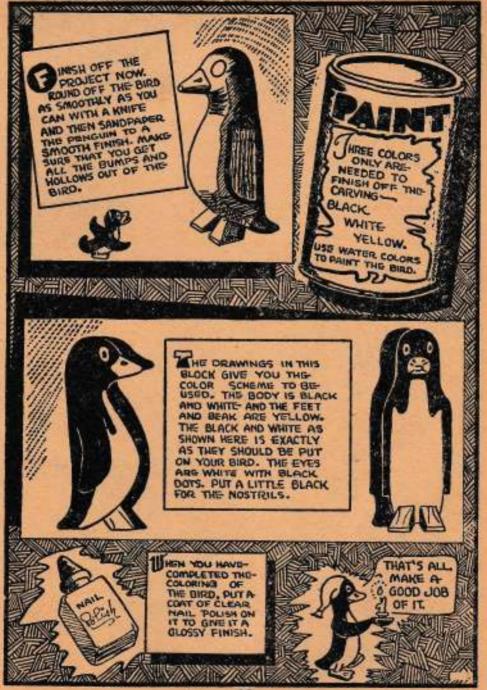


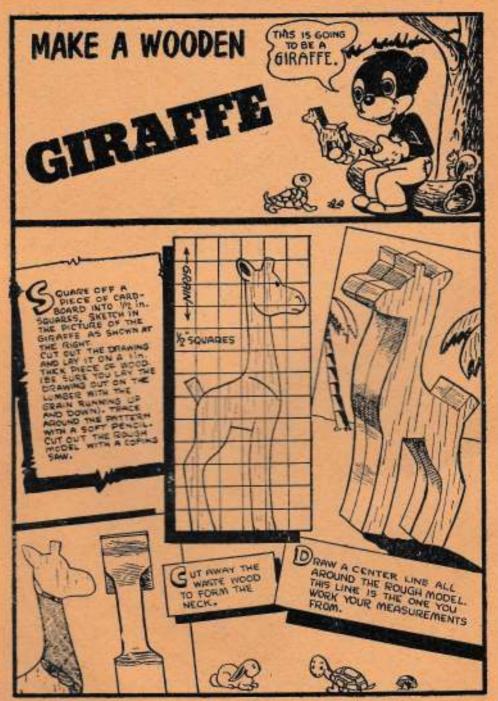


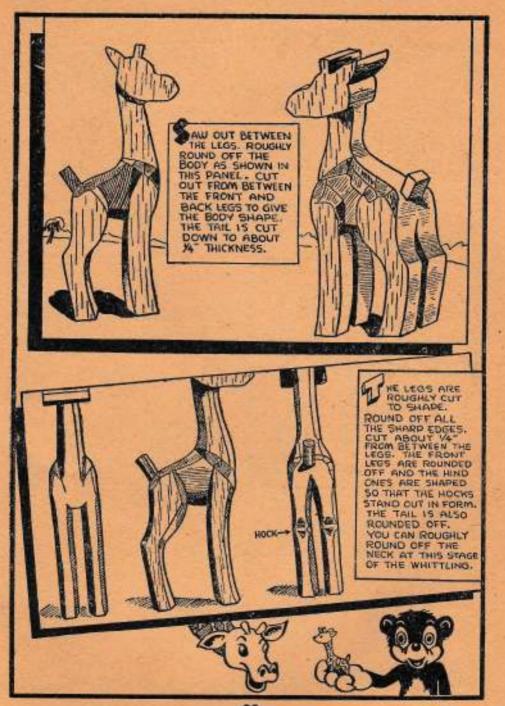


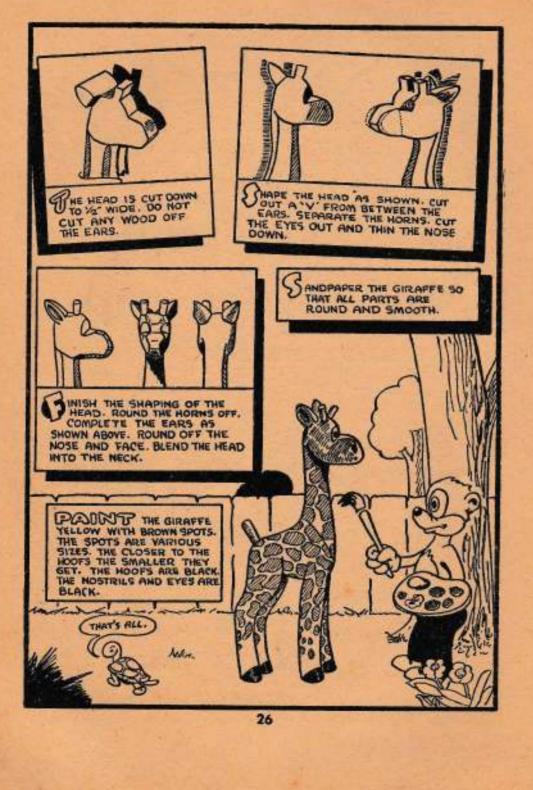


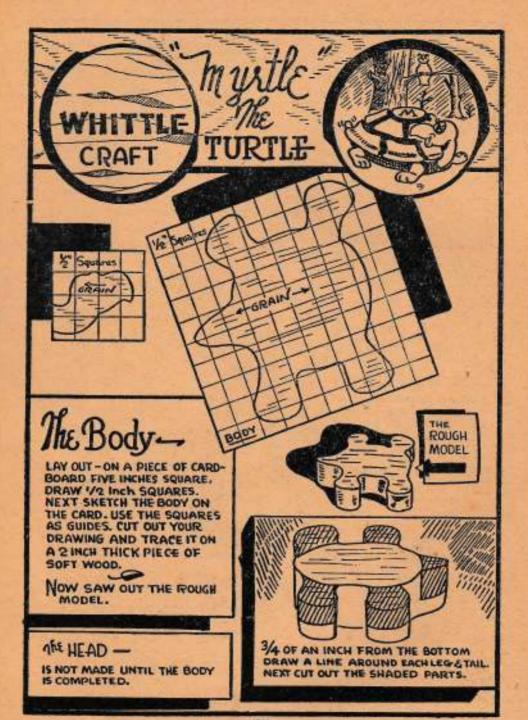


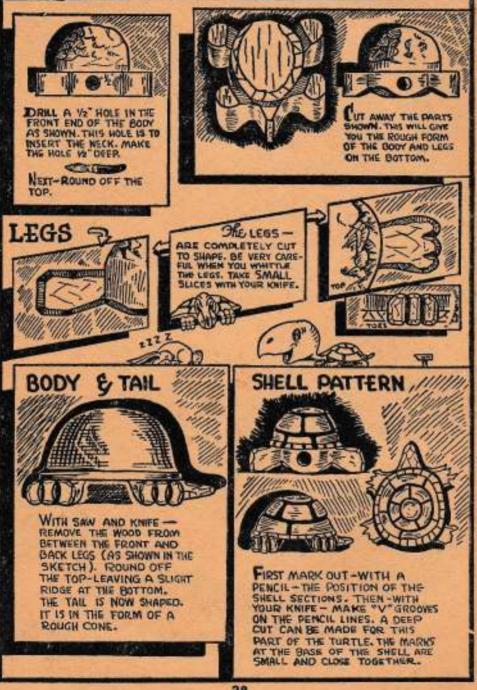


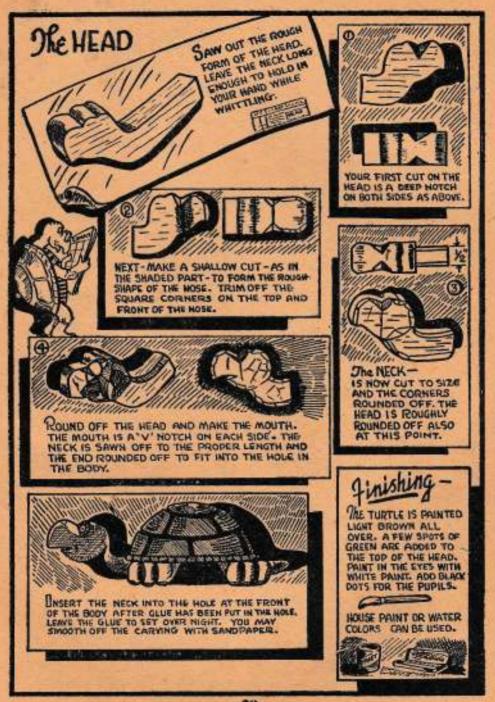








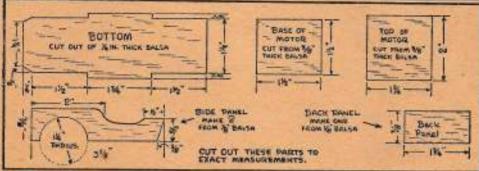




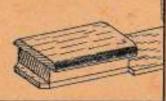
BUILD A

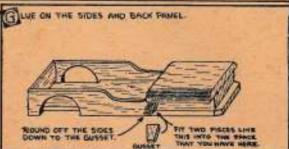
Jeep



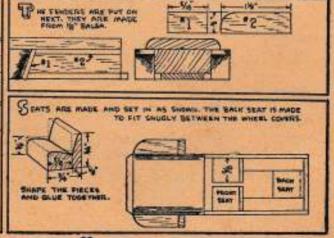


AS SHOWN ROUND OFF THE EDGES AND SANDRAPER TRUM

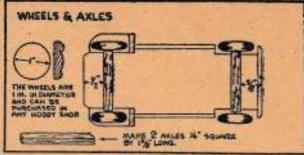












GRILL & HEADLIGHTS



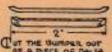
Safe Cur in

THE SPILL IS SHAPED BY
SETTING THE PROFIT END OF
YORK, JEEP ON A 19 IN PACE
OF BALSA, DANN THE SHAPE
OF THE FRONT END ONTO
THE WOOD AND THEN SHAPE—
AS SHOWN WITH YOUR WHITE,
DIVIDE THE GRAPL LIFT HOTO IS
SPACES AND GUT BUT EVERY
SECOND ONE, THE HEADLINGTS
ARE 18" DIVING GUT FROM NO.
BALSA AND GLED HITD PLACE.

SANDPAPER ML THE JEER GOUND OFF ALL THE SHARP CORNERS.

PAINT THE CAR SOME BRIGHT COLOR THE THREE ARE SLADE, BUT THE WHILLS MEE STITURE THE CAME AS THE SOOT OR A CONTRASTING COLOR ...

BUMPER

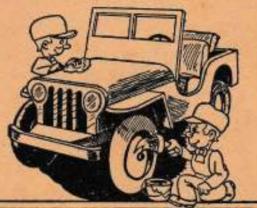


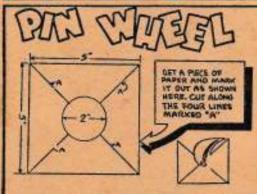
Out the Sumper out of a Piece of Dalan A' Square and 2' Land. Shape it with a knipe and smooth with she mark.

THE STEERING WHEEL

IS A SE WHEEL CUT OUT OF A 15 THICK PINCE OF WOOD GLUND TO A 15 DOWEL 15 LONG.









A STICK HAS'XT, A PIN AND A SMALL BARD ARE NEEDED FOLD THE EDGES OF THE PAPER YOU HAVE FOUR CORNERS IN THE CENTRE. STICK THE PIN TAROUGH THESE CORNERS THEN PUT THE GRAD ON THE PIN AND CRIVE THE PIN INTO THE HANDLE.





+GRAIN-

DUCK



Material -

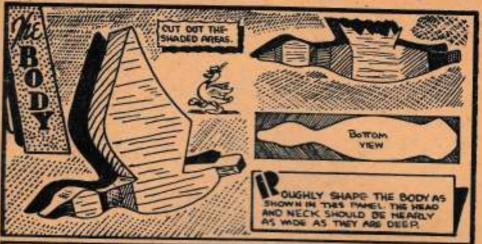
A BLOCK OF PIME
I' THICK AND 6'
SOURCE IS REQUIRED
FOR THIS PROJECT.
TRY AND GET A
PIECE OF LUMBER
THAT IS TREE FROM
KNOTS AND STRAIGHT
GRAINED. ANY SOFT
WOOD WILL DO, IF
YOU HAVE NO PIME.



N A PIECE OF CARDBOARD, LAY OUT 1/2 IN. SQUARES AND SKETCH IN THE OUTLING OF THE DUCK AS SHOWN IN THE ABOVE DRAWING, WHEN YOU HAVE-DRAWN THE DUCK TO YOUR SATISFACTION, CUT IT OUT WITH A PAR OF SCHSORS. THIS CUTOUT IS CALLED A TEMPLATE. LAY THE TEMPLATE ON THE PIECE OF IT LUMBER YOU HAVE CHOSEN AND TRACE AROUND IT WITH A SOFT FENCIL. YOU SHOULD HAVE A CLEAR OUTLINE OF THE DUCK ON THE WOOD. CUT OUT-ALONG THE LINE — THE ROUGH MODEL WITH A COPING SAW.

IS HOW YOUR ROUGH
MODEL SHOULD LOOK,
AFTER SAWING OUT:
WITH A SOFT PENCIL,
DRAW A CENTER LINE ALL
AROUND YOUR DUCK AS
BROWN ABOVE.

CENTRE





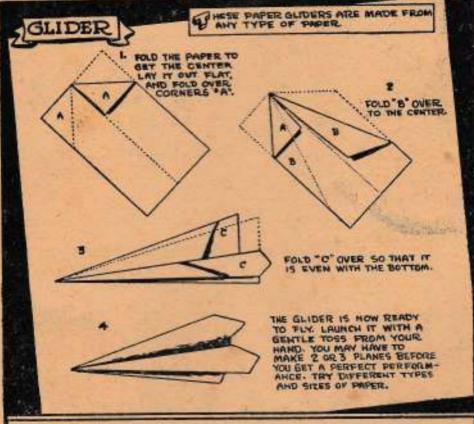
THE WINGS THEN WITH YOUR KHIFE MAME A "V" GROOVEALL AROUND THE WINGS
TO SHOW THEM AS
THOUGH THEY ARE
SEPARATED. NEXT
ROUND OFF THEFRONT EDGE OF THEWINGS. TO FORM THEFEATHERS ON THEWINGS.—FRST CUT
DOWN INTO THE WING
AND THEN MAKE AN
ANGLE CUT TO TAKEOUT THE WASTEL



SHOWS YOU HOW TO MAKE THE GROOVE-FOR THE WINGS. ① A SHALLOW CUT STRAIGHT DOWN INTO THE WOOD. ② THE KNIED-IS HELD AT AN ANGLE AND SLICES THE WASTE MATERIAL OUT. PRACTICE ON A PIECE OF SCRAP BEFORE YOU DO IT OH YOUR WORD.

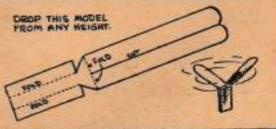






HELICOPTER

Use a NARROW STRIP OF STIFE DAPER FOR THIS MODEL- DRAW THE DESIGN AS ILLUSTRATED AND CUT IT OUT. FOLD ALONG THE DOTTED LINES. GLUE THE FOLDS OF THE BODY TOGETHER. THE BLADES FOLD IN OPPOSITE DIRECTIONS.



HITTHE CRAFT SQUARES WOODEN DEL AFTER BEEN SOUNH HOULD LOOK LAY OUT ON A HEAVY CORD, DRAW WALF WOA SQUARES. THEN WALF WOA SQUARES. THEN ORAW THE SIDE YIEW OF THE HORSE-USING THE SOUARES AS GUIDES. CUT OUT THIS ORAWING AND PLACE IT ON A BLOCK OF PINE 2" THICK. BLOCK OF PINE 2" THICK. WITH A SOFT PENCIEN. WITH A SOFT PENCIEN. WITH A SOFT PENCIEN. WITH A SOFT PENCIEN. WITH A COPING SAW. BRAWA AROUND THE HORSE AT THE CENTER BE SURE TO HAVE THE GRAIN OF THE WOOD GOING UP AND DOWN AS SHOWN IN THE MASTER PICTURE ON THIS PAGE: AS SHOWN HERE. **2011年第四日的**



ARK 5/8" OVER FROM THE CENTER LINE - ON BOTH SIDES OF THE HEAD - AND DRAW A LINE RIGHT AROUND THE HEAD AND NECK. SAW THE WASTE PARTS OFF ON BOTH SIDES OF THE HEAD AND NECK. (SEE ABOVE SKETCH). THE TAIL IS ALSO CUT OUT. LEAVE THE TAIL HALF AN INCH WIDE.





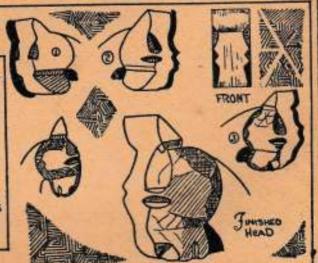
THE NECK IS NOW CUT DOWN TO ABOUT \$4" THICKNESS. THIS IS DONE WITH YOUR KNIFE.



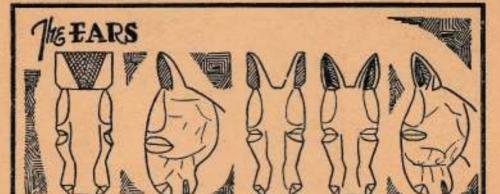
SHE BODY IS CUT IN ON THE SIDES TO THE SAME WIDTH AS THE BELLY IS DEEP, IN OTHER WORDS THE BELLY IS NEARLY SQUARE:



FOLLOW THE PICTURES
IN THIS PANEL TO
SHAPE THE HEAD OF
THE HORSE. THE EARS
ARE NOT FINISHED
UNTIL THE REST OF
THE HORSE IS ALL
COMPLETE. CUT
OUT THE SHADED
ARE AS WITH YOUR
JACKKNIFE. ROUND
OFF THE HEAD ALL
THE EYES AND NOSTRILS
ARE Y CUTS.
THE MOUTH ALSO IS
A Y CUT

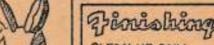






REARVIEW

- CLLOW THE NUMBERED DRAWINGS ABOVE TO CARVE THE EARS.
- O SAW OUT THE SHADED
- (2) SHOWS -IN SHADED PART -(3) THE PIECE TO BE CUT OUT WITH YOUR KNIFE.
- TUSTRATED.
- TRIM OFF THE OUTSIDE OF THE EARS AS SHOWN.



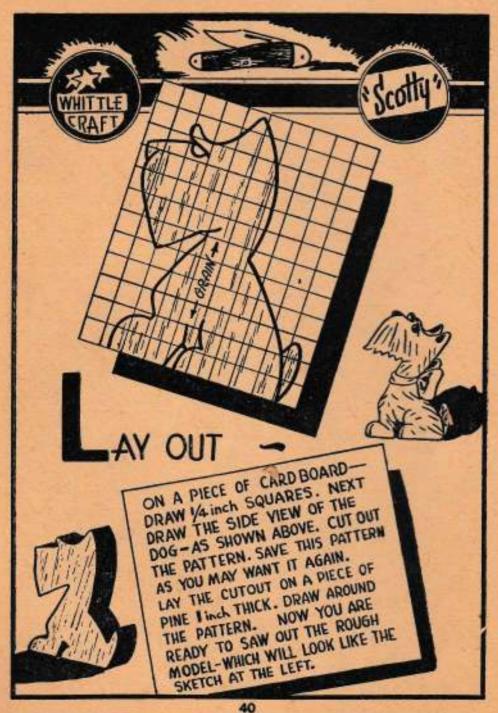
CLEAN UP ANY
RAGGED EDGES THAT
MAY HAVE BREN LEFT
AFTER YOU HAVE
COMPLETED YOUR
WHITTLING. YOU MAY
LEAVE YOUR PROJECT
IN THE RUGGED
DESIGN OR YOU CAN
SANDPAPER THE ROUGH
EDGES SMOOTH.

FINISHED

Painting

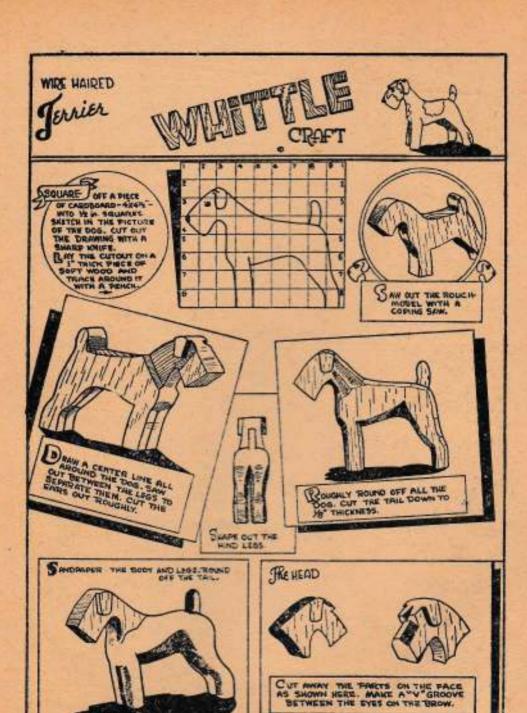
BE PAINTED A SOUD COLOR -ALL BLACK- OR BLACK AND WHITE. A TWO COLOUR JOB LOOKS GOOD, IF YOU ADD A STAR ON THE FOREHEAD AND BLACK UP TWO OR THREE OF THE LEGS IT WILL PUT A SMART FINISH TO YOUR WORK. PAINT THE HOOFS AND INSIDE OF THE EARS BLACK NO EYES ARE PAINTED IN.











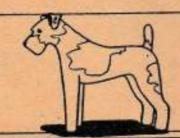


THE WEAD IS FINISHED OFF THE WEAD IS FINISHED OFF
AS PACTURED NERGY.

PARKET THE TIP OF THE HOSE
RAISED UP ROUND OFF THE
EARS. UNDERCUT THE EARS.
WHEN LIGHTLY THE EARS.
WHEN THE HEAD, OR YOU
MAY QUEE SMALL BEADS.
WITD THUSE HOLES.

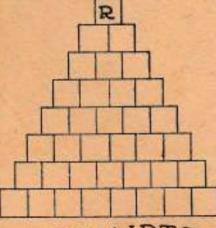
SANDPAPER

THE DOG ALL
OVER IT IS UNPORTED
THAT THAT ALL KINDS
THE SHOOTHEE THE
SANDING YOU DO,
THE DETTER YOUR



Painting THE DOG IS ALL WHITE EXCEPT A PEW PATCHES OF GOLDEN BROWN. NOSE ARE

PYRAMID



SSEMIRTS

USE ONLY THE ABOVE EIGHT LETTERS. IT'S A GOOD THRTY GAME!



HOW TO PLAY PYRAMID.

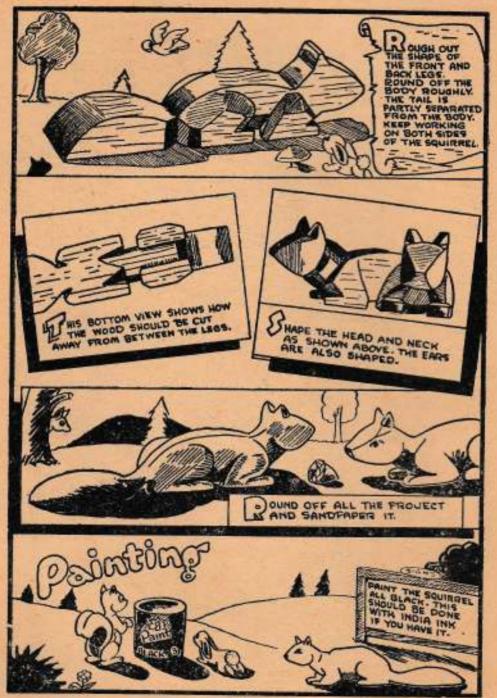
THE SIGHT LETTERS - S. S. M. E. I. T. R. S. PPELL 7 DIFFERENT WORDS. EACH WOND CONTINUE ONE LETTER HORE THAN THE FIRST WORD. THE LETTERL W. STARTS YOU OFF. IN THE NEXT TWO SLOCKS
PUT A TWO LETTERSD WORD LISHS
"R" AS PART OF IT. IN THE REXT LINE A THREE LETTERSD WORD, AND STILL USING THE TWO LETTERS YOU MANN ALBERDY USED. DO THIS ALL THE WAY DOWN UNTIL YOU COME TO THE LATT LINE. THE WORD USED HERE WILL USE ALL THE BIGHT LETTERS LISTED.

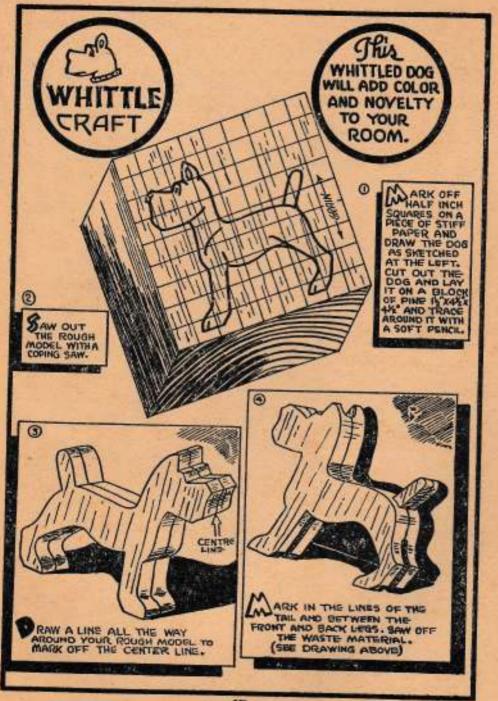
IF YOU WISH, USE SOME OTHER LETTERS IP YOU WISH, USE SOME OTHER LETTER THAN 'R' TO START.

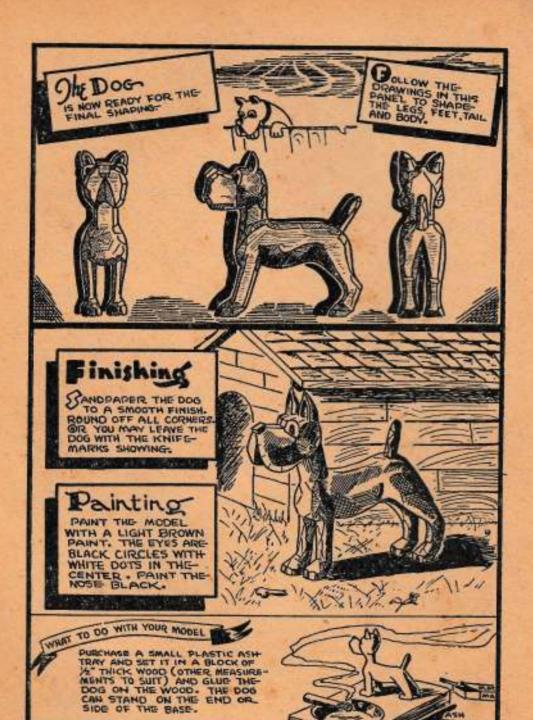


UNTAHOLE THE WORDS OR LETTERS ON THE DRUM AND SPELL OUT 7

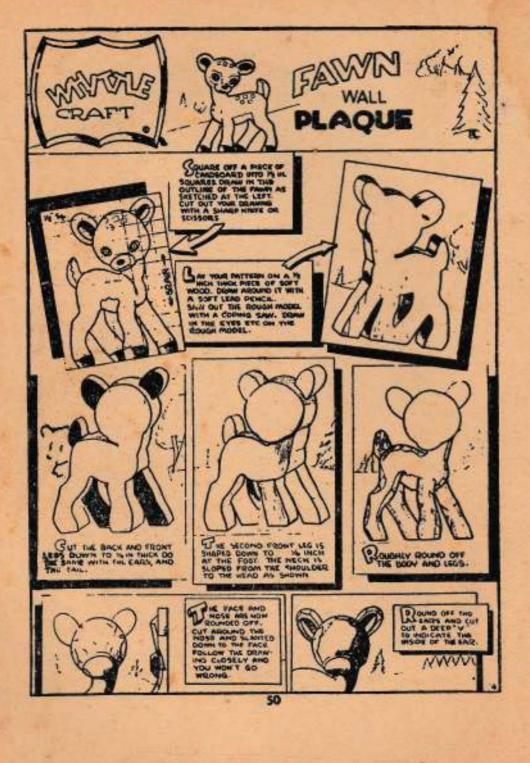














S MOOTH OFF YOUR TRAVE WITH THE SAMPONIOR IS BURE THAT ALL THE PRETS ALE BOUNDED OFF SAMPONI THE EYES WIS MARKED IN AFTER YOU HAVE SAMPOND THE POOLINGT. TO MARKE IN THE EYES, USE THE METAL EXAMED HOLDER ON A FEVOL. INTESS THE METAL INTEST THE WOOD LIMITAL YOU HAVE A OBEP WHO ESTAM

COLOR YOUR

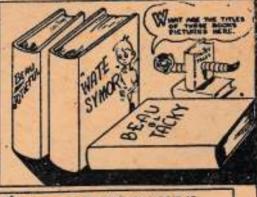
COMPLLIED FARM
MATE WATER COLORS
THE TRAWN IS A LIGHT
FROMN DELOW THE
THAL AND BELLY "NE
THAL AND BELLY "NE
THAL AND BELLY "NE
THE THE BACK
PHEY OF TWE MHD
LEGG IS WHITE LIM
CHEST AND TROWN OF
THE NECH ARE WHITE
HOSE THE HOSE ARE
SLIDEN, THE EYES ARE
LIGHT SHOWN WITH
BLACK PROPILS THE MSOO OF THE BASE ACC.
A PRINCIP WHITE.

STAM THE WOOD A

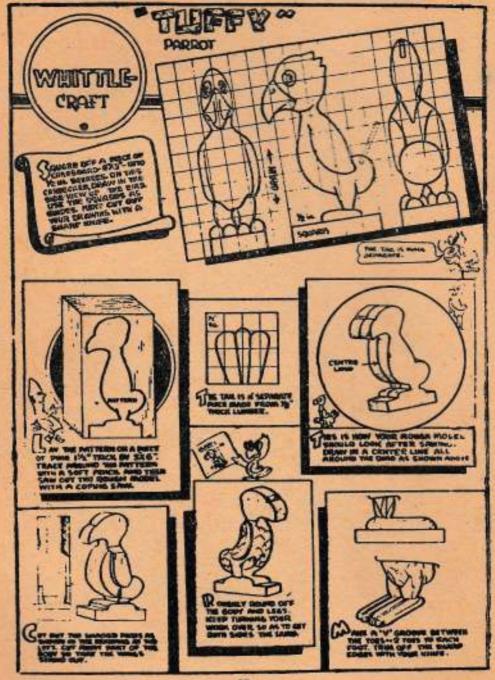


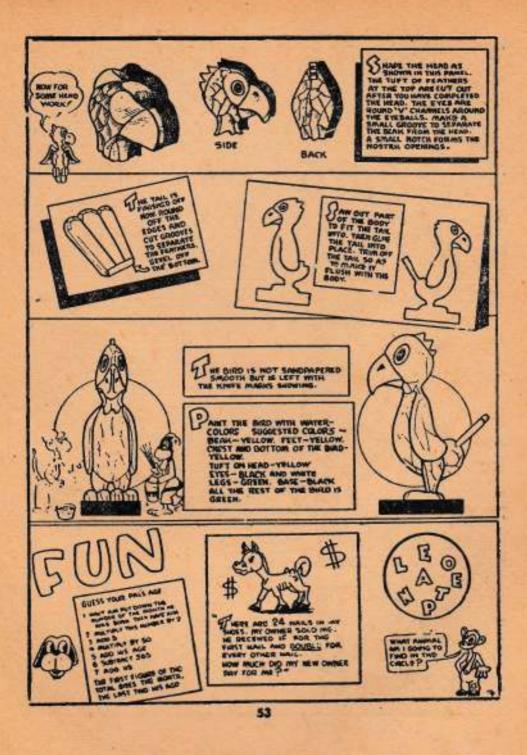
TO SUND THE PROPER
BALANCE OF THE PASHOF THE DAY HAT YOU FIGURE IS
THE BARANCE POOPT HOLD
THE DIR HA ONE HAND CHEAR.
DO THIS UNTIL YOU HAVE
FOUND THE PROPER.
BARANCE DRILL A
SMALE HOLE HITD YOUR WEIGH
AT THAT PROPER.

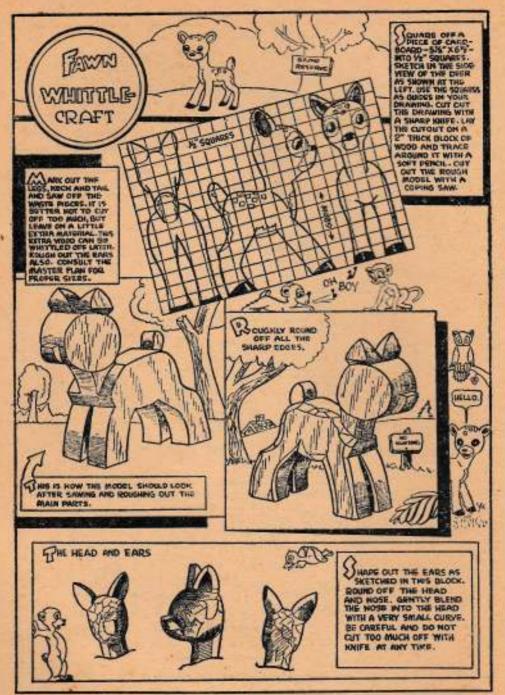


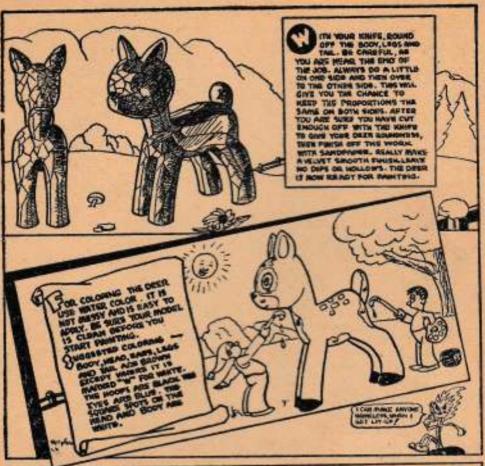


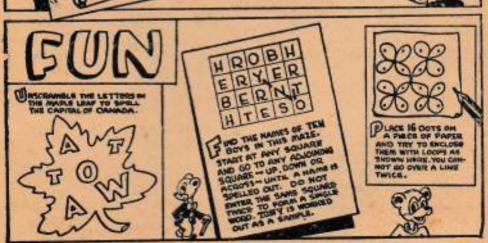
A ADE ANY MEMBER OF DOTS ON A PACE OF PARTY AND PARTY AS SHOPING HIRES. THE GAME IT PARTY IN IT IN THE CONTROL OF THE DOWN AND THE TAKEN AN JOHNNEY THE DOWN AND ACCOST ARE ALLDRED. WHEN A SQUARE HAVE BUT HAVE THE PLAYER BUTTING DOWN THE LAST LIMB WITHING THE SQUARE.

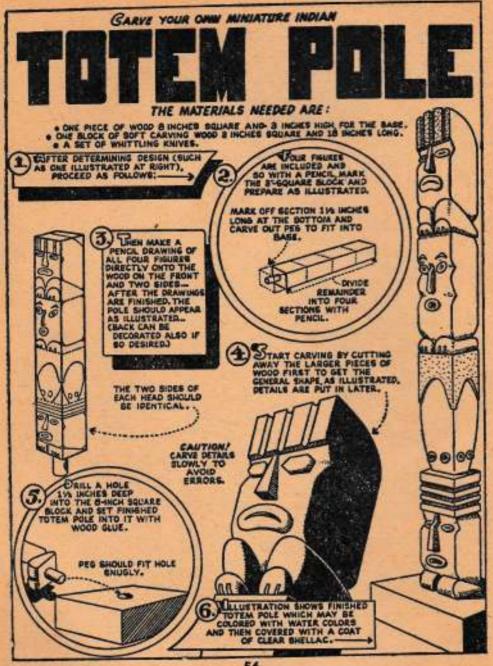








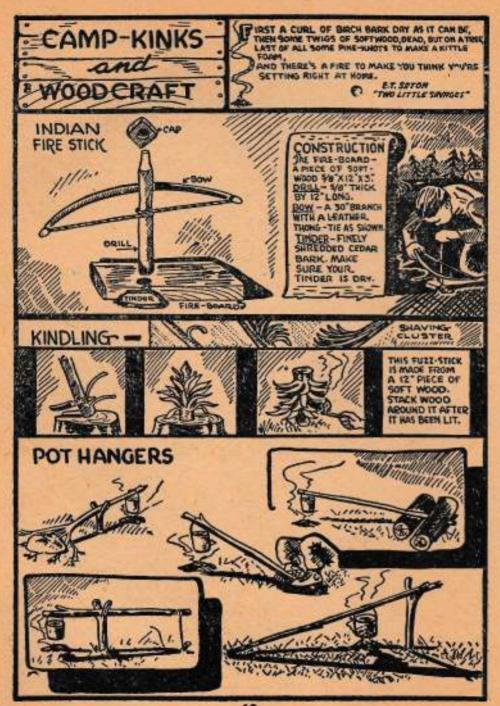












CAMP KINKS







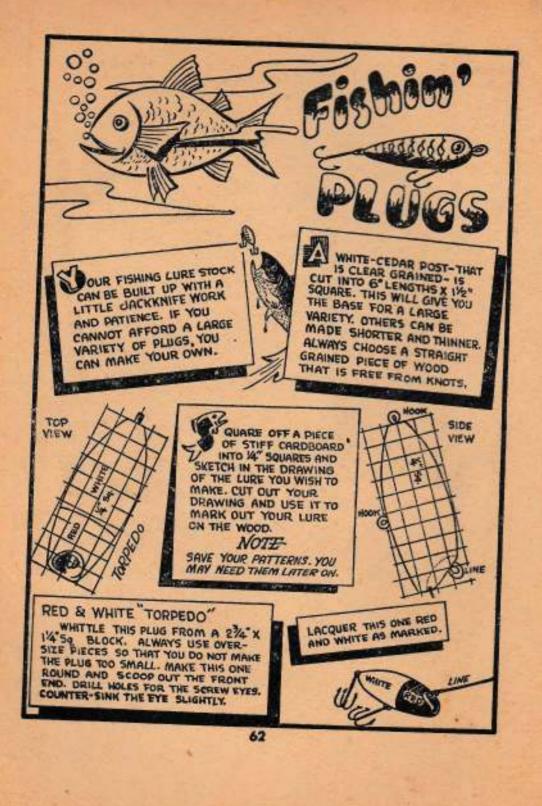


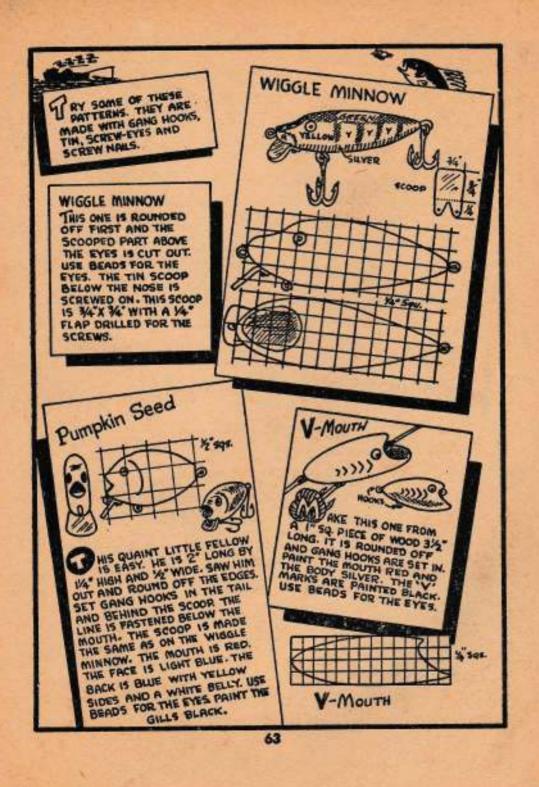


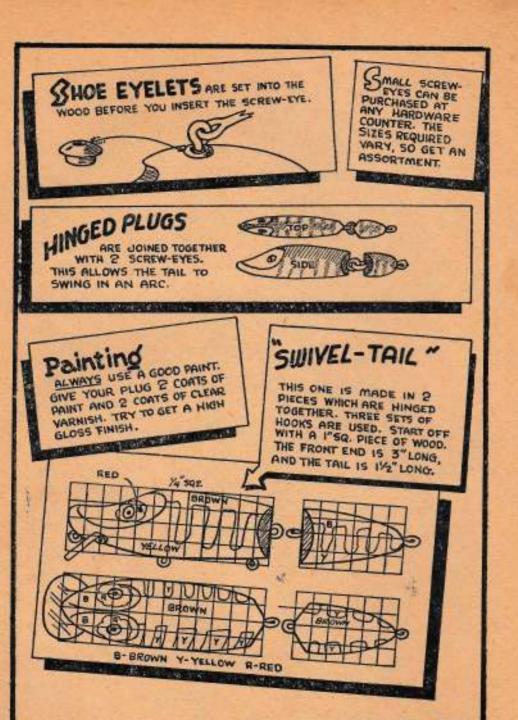












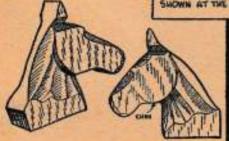


PIECE OF CHROSOARD YOU SHOULD HAVE SIX SQUARES ACROSS AND SIX DOWN SKETCH IN THE HEAD OF THE HORSE AND CUT IT OUT. NEXT, LAY THE COTDUT HEAD ON A I" AND TRACE AROUND IT WITH A SOFT PENCIL. CUT THE ROUSH MODEL OUT WITH A COPING SAW.



A FTER YOU HAVE SAWN OUT THE ROUGH BLOCK, MARK IN A CENTER LINE ALL AROUND THE HEAD, MARK IN THE GUDE LINES FOR CUTTING AS SHOWN AT THE RIGHT.





GUT IN AT THE BASE OF THE EARS AND ALSHE THE BACK OF THE MECK, CUT DOWN ABOUT 16 IN. WHERE THE HEAD MEETS THE NECK, ROUGHLY ROUND CEF THE MECK AND MEAD, CUT IN ON THE HEAD ABOVE AND BELOW THE SYES AS ILLUSTRATED.





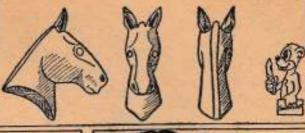
FOLLOW THE STEPS INDICATED IN THIS PRINCE. CUT DOWN THE NOSE OF THE HORSE AND CUT THE CHECK AT AN ANGLE. MAKE A SMALL CUT TOO THE NOSTIFILS.



ENOVE THE WOOD FROM SETWEEN THE EARS. LEAVE A LITTLE WHOSE IN THE CENTER FOR THE MARKE, MARKE A BLIGHT HOSE ALONG THE MECH TO RESIDENCE THE MARKE. "V" SHARK FOR THE MODITA AND SOUND OFF THE NOSE, SLARE A SLIGHT TOURD OUT IN SETWEEN THE MOTRUS, AND MODITY THE UPDER LEE

HE SARS ARE CUT TO SHAPE THE CENTER OF THE EARS ARE NOTCHED OUT. THE EYES ARE CRICLES WITH A SHALLOW CHANNEL REQUID THEM TO MAKE THEM STAND OUT. CUT THE NECK OFF ON MICH ANGLE AS TILUSTRATED. MAKE A SHALLOW MOTCH IN EACH OF THE MOSTRILS.

BANDPAPER THE HEAD TO

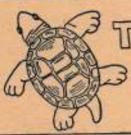








MINT THE MEAD
ANY COLOR YOU
MASH LEAVE A WHITE
STAR ON THE VOREHEAD MOD A WHITE
HOSE, THE EYE IS
WHITE WITH A SLACH
DOT FOR THE PUPIL.
A COAT OF CLEAVE
HAIL POLICH WILL
GWE IT A GLOSSY
FINISH.



GLAGO DIN



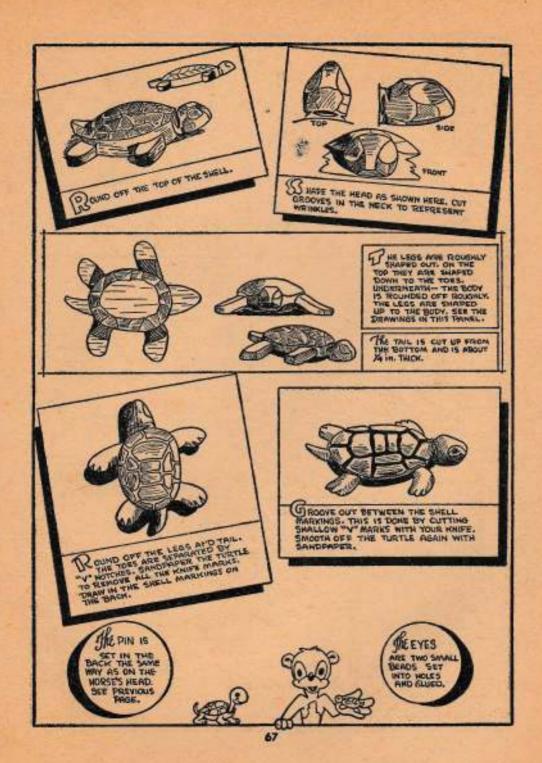
CARDBOARD INTO WE SQUARES.
SMEED IN THE TOP VIEW OF
TWE TURTLE ASSEGNM IN THE
SQUARED PICTURE AT THE
RIGHT CUT OUT THE TRAINS
WITH A SHARP KHIFE OR
SQUESORS.



SAW OUT THE ROUGH MODEL WITH A COPINE SAW.

Be SURE THE GRAIN RUNS FROM HERD TO TAIL.





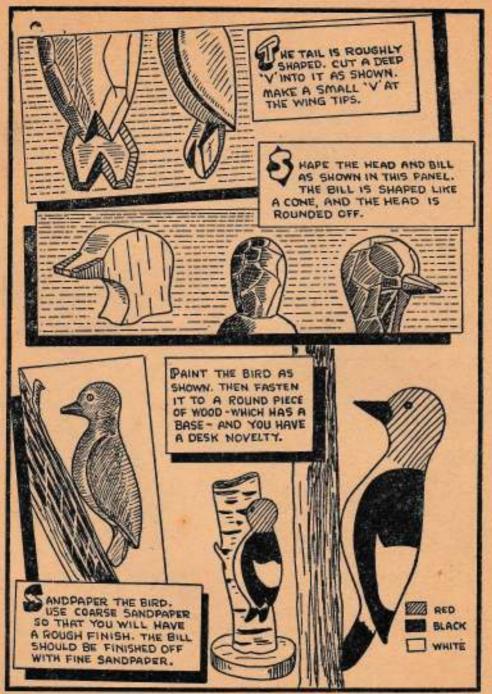






HADE THE BOOY AND TAIL AS SHOWN HERE THE BACK IS ROUNDED OFF FROM WING EDGE TO WING EDGE. THE TAIL IS IN WIDE.

BOUND OFF THE BELLY.





IS IDEAL FOR YEAR ROUND USE AT CAMP SITES OR IN THE BACK YARD.

USE ANY AVAILABLE LOG, ALTHOUGH HARD WOOD SUCH AS OAK, LOCUST, OR BLACK WALNUT IS BEST

SELECT A STRAIGHT PIECE ABOUT 4 FEET LONG AND 18 INCHES IN DIAMETER....THEN DRIVE TWO WEDGES IN PERPENDICULAR TO THE GROUND.



THE MAKINGS OF TWO BENCHES. PLANE OR ADZE OFF ANY SHARP SPLINTERS, AND ROUGHLY LEVEL OFF THE SITTING SURFACE. BARK MAY BE





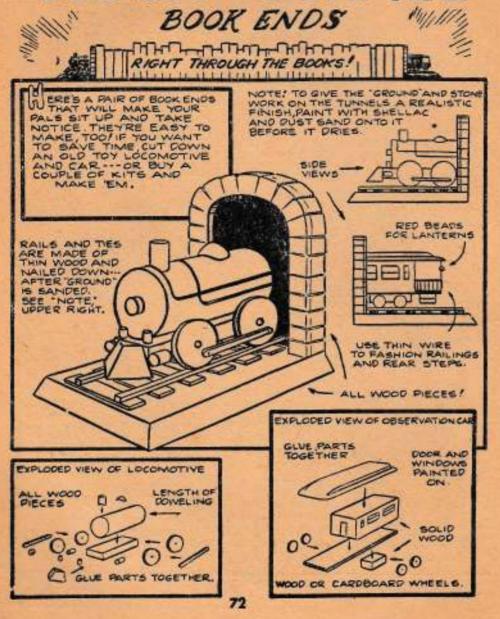
AND INSERT THEM IN HOLES
BORED AT AN ANGLE, ABOUT 6 OR
B INCHES FROM EITHER END OF THE



SANDPAPER THE BENCH, SMOOTH AND STAIN AND VARNISH IT...
SMALL FOOTSTOOL VERSIONS
OF THIS BENCH MAY BE MADE
BY SIMPLY REPUICING THE SIZE
OF THE LOG USED...

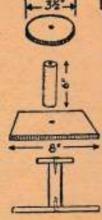
MAKE THESE ALL WOOD

TRAIN and TUNNEL



CLOTHES CLOSET

HAT RACKS WILL KEEP
YOUR HATS FREE FROM
ACCUMULATING DUST ON
SHELVES! USE SOFT PINE
WOOD (ABOUT 4-FLY) AND
BE SURE TO SAND THE
CIRCULAR TOP SMOOTH
AFTER CUTTING WITH
BAND SAW.







SHE SIZE OF YOUR SHOE RACKS WILL DEPEND ON THE SIZE OF YOUR CLOSET, BUT BY FOLLOWING DIAGRAMS AT LEFT, YOU-CAN EASILY BUILD THIS ESSENTAL CLOSET ITEM!



AN ACCESSORY BOX IS A HANDY GADGET TO TACK ONTO THE DOOR OF YOUR CLOSET, USE IT TO HOLD YOUR CUFF LINKS, TIE CLIP, COLLAR PIN, AND OTHER SMALL THINGS THAT MIGHT OTHERWISE BECOME EASILY MISPLACED.



ON INTERESTING AND PRACTICAL
THE RACK CAN BE FASHICHED LINE
AN AIRPLANE "PROP!" DRAW YOUR.
DESIGN CAREFILLY ON THE WOOD
BEFORE CUTTING! USE YERY
SOFT WOOD SUCH AS PINE OR
SPRUCE. ALMOST ANY OLD
LUMBER CAN SE USED TO
MAKE THE ARTICLES ON
THIS PAGE!



P.O. - SHOE TREES PLACED IN SHOES IMMEDIATED AFTER WEARING WILL PROLONG THEIR LIFE MANY MONTHS!



For Rainy Day



TOOTHPICK TOYS

Material

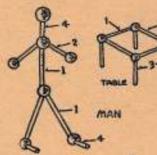
CAN BE HAD BY EVERYONE BY FOLLOWING THE SIMPLE RULES GIVEN ON THIS PAGE.



SOAK THE PEAS IN WATER. THEY SWOULD BE SOMED UNTIL THEY ARE SOFT ENOUGH TO PICKS TO BE INSERTED EASILY.

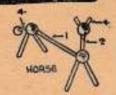


CUL A NUMBER OF TOOTHPHENS INTO 1/4. LENGTHS, 1/4. LENGTHS AND 3/4. LENGTHS. SHARPEN THE ENOS OF THE PIECES YOU CUT SO THAT THEY WILL GO INTO THE PERS ERSILY. ALSO SHARPEN A FEW LONG TOOTHPICKS. USE A SHARP KNIFE.



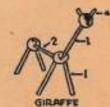
FOMOW THE HEY SIVEN HERE SO THAT YOU CAN FOLLOW THE NUMBERS ON THE DRAWINGS.

- 1- 1 ТООТНРІСК 2- ¼ ТООТНРІСК 3-34 ТООТНРІСК 4- ¼ ТООТНРІСК
- THE CIRCLES IN THE DRAWINGS ARE PERS-THE STRAIGHT LINES ARE TOOTHPICKS.





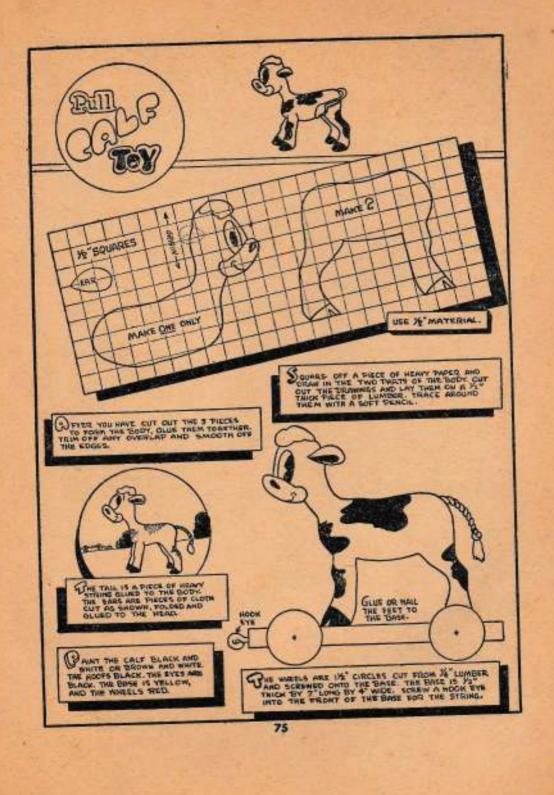




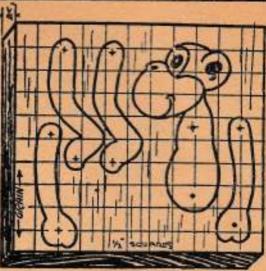




ALITTLE THOUGHT AND YOU CAN MAKE UP MANY MORE COMBINITIONS FROM THESE SIMPLE MATERIALS.







ON A 1/4 INCH THICK PIECE OF WOOD - THAT MEASURES 5"X51/2"DRAW 1/2" SQUARES. NEXT DRAW IN THE BODY AND ARMS AS SHOWN IN THE TOP SKETCH. BE SURE THE GRAIN OF THE WOOD RUNS AS SHOWN. SAW OUT THE PARTS WITH A FRET SAW, AND DRILL THE HOLES MARKED +.

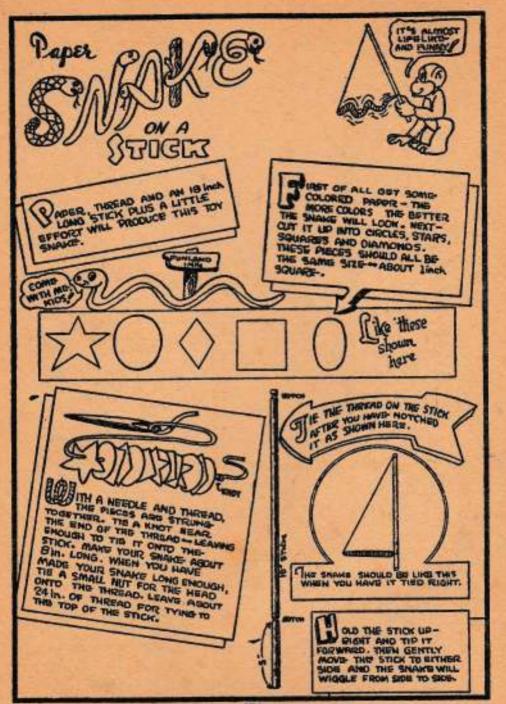
SANDPAPER THE PARTS SAWN OUT TO GIVE A SMOOTH FINISH.

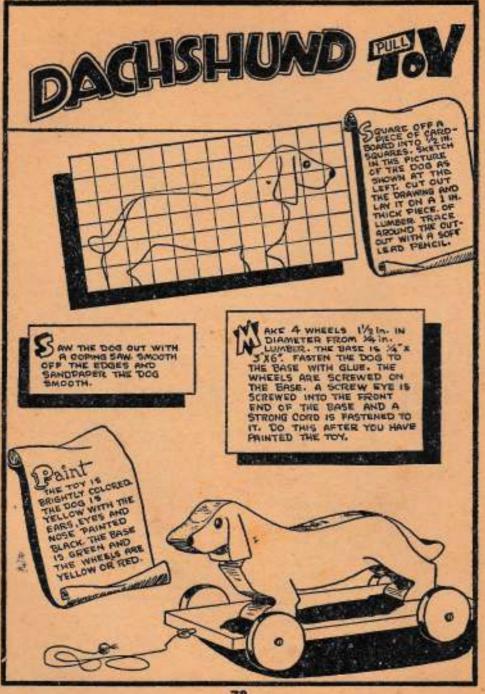
TWO ROUND STICKS ARE REQUIRED FOR THE UPRIGHTS. THESE ARE IS LONG. DRILL A HOLE 16" FROM THE TOP OF EACH OF THESE STICKS. ON ONE - SCREW A SCREW BY B" DOWN FROM THE TOP.

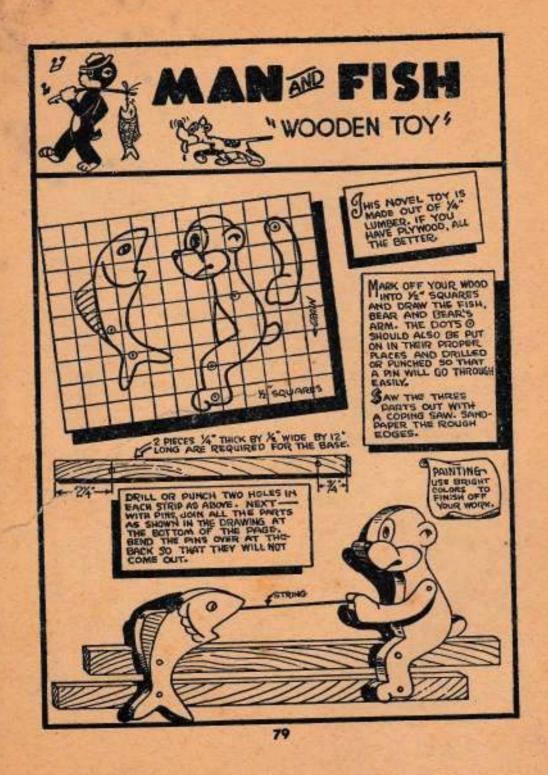
PINS OR NAILS ARE USED TO
FASTEN THE ARMS AND LEGS TO
THE GODY AND UPRIGHTS.

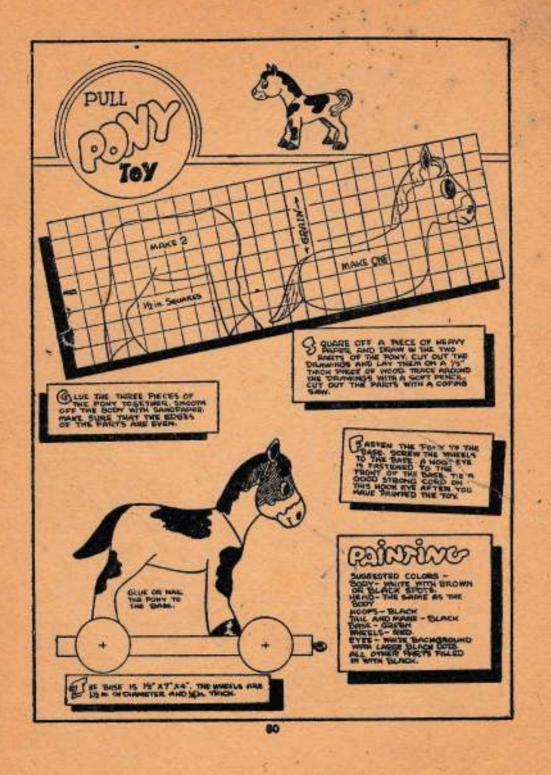
(SEE SKETCH AT RIGHT)
BEFORE FASTENING THE HANDS
TO THE UPRIGHT -- INSERT THIS
STICK INTO THE SCREWEYR.
HE TAIL IS A PIECE OF STRINGGLUED INTO A HOLE IN THE
BOOM.

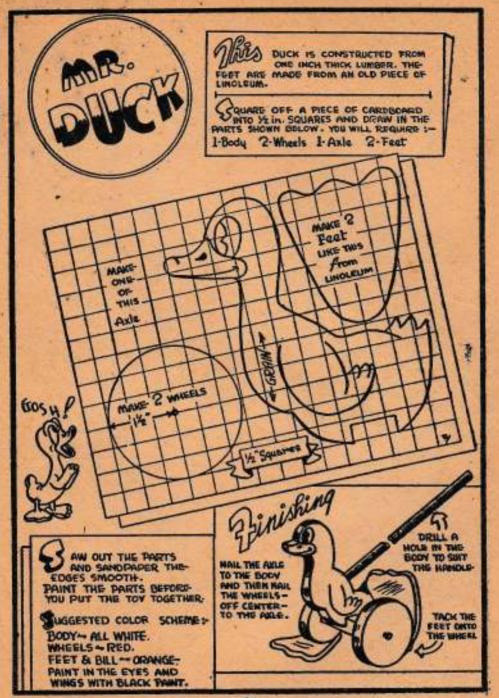


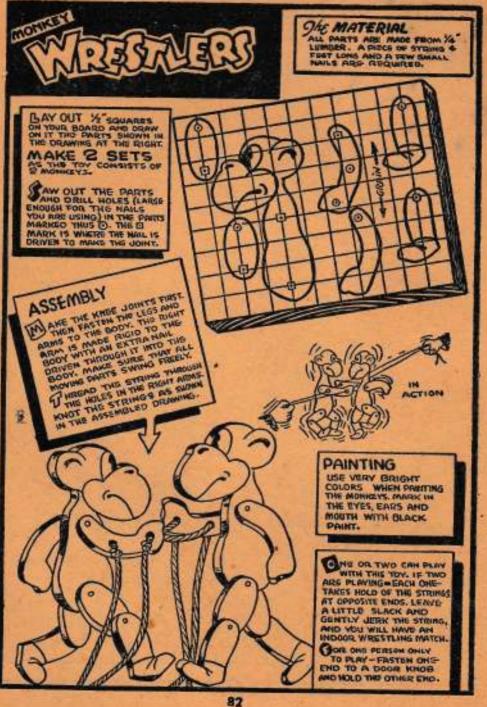


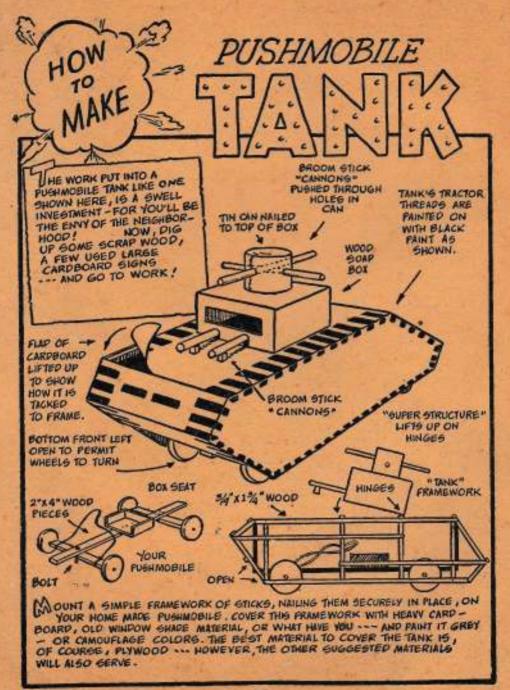








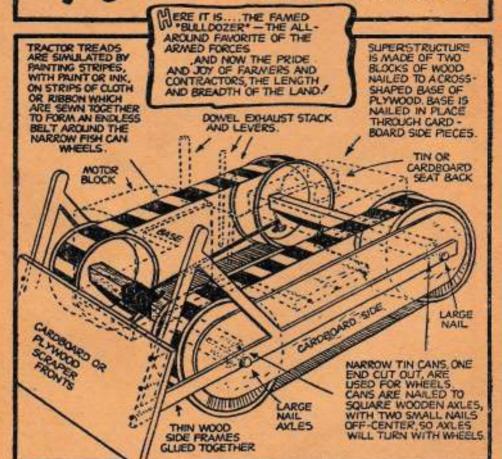






TOY

TRACTOR

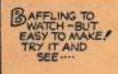


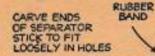
A STOUT RUBBER BAND ONE END ATTACHED TO NAIL AT UNDERSIDE, REAR, OF PLYWOOD "FLOOR" BASE—OTHER END STAPLED. TO FRONT SQUARE AXLES, WIND THIS RUBBER BAND MOTOR BY ROLLING TRACTOR BACKWARDS HOLDING FRONT WHEELS, THEN ROLLING BACK AGAIN TILL MOTOR IS TIGHT, NOW SET TRACTOR ON FLOOR AND LET IT GO! IT WILL PUSH SMALL OBJECTS LIKE THE REAL "BIG CATS" DO, UNTIL IT IS UNWOUND, WIND IT UP AGAIN —AND REPEAT THE PERFORMANCE.

HOW IT WORKS

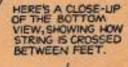


BAND











CUT BODY, TWO LEGS (ONE PIECE EACH, AND KNEE JOINTS), TWO UPPER ARMS, AND TWO LOWER ARMS AND HANDS (NO WRIST JOINTS). ALL OUT OF CARDBOARD WASHERS THREAD A NEEDLE WITH STRONG THREAD, AND PIERCE EACH JOINT, TIE KNOT IN THREAD AT EACH END OF JOINTS.

DANGLING LIFELESSLY DOWN-WARD... UNTIL YOU GIVE STICKS A SQUEEZE WITH YOUR HAND, THE FIGURE WILL COME TO LIFE, AFTER YOU LEARN TO MANIPULATE STICKS, YOU CAN MAKE HIM DO ENDLESS TRICKS.

HAVE FUN!

NOW TED, YOU GO HOME AND SHOW YOUR FRIENDS THE WAY TO MAKE THE PUZZLE.



THIS IS THE PUZZLE THAT DAD' SHOWED ME HOW TO MAKE. IF YOU FOLLOW THE PLANS YOU CAN MAKE ONE TOO.



A PIECE OF LUMBER 12" SQUARE IS REQUIRED. FROM THIS CUT SIX PIECES 2"LONG. CLEAN THE ENDS OFF WITH SANDPAPER.

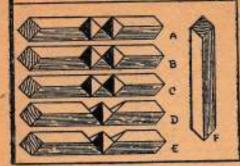


NOTCH 3 OF THE BLOCKS LIKE THIS. THE NOTCHES START FROM THE CENTER OF THE BLOCK.





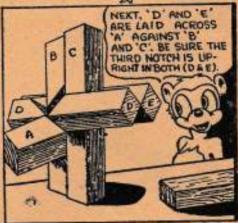
THE SIX PIECES SHOULD LOOK LIKE THE ONES ILLUSTRATED IN THIS PANEL. FIVE SHOULD BE NOTCHED AND ONE PLAIN.



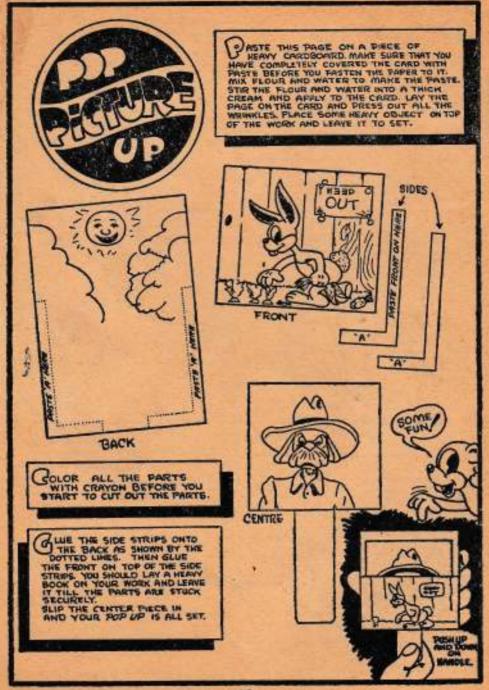
THE PUZZLE WILL GO TOGETHER PERFECTLY AND FORM A TIGHT FIT, IF YOU HAVE CUT THE NOTCHES PROPERLY.









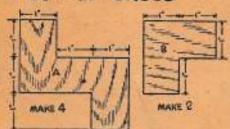




語

基

CUT-UP CROSS



DAY OUT THE ASONE DIAGRAMS ON % IN PLYWOOD, DO NOT LAY THE PARTS OUT IN ANY WAY THAT GRINGS GRAIN TO MATCH UP, OR THE PARTS WILL CIVE A CLUE IN MATCHING UP ON ASSEMBLING THE PUTTLE; CUT OUT 4 OF FIGURE 10. AND 2 OF TIQUES 10. WHICH THE 6 PIECES ARE ASSEMBLED PROPERLY THEY WILL FORM A CROSS.

BUT DON'T LET IT STICK YOU.

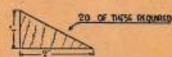
A PRECE OF PLYWOOD B"XB" IS MEASURED OFF AS SHOWN AT THE RIGHT CHECK YOUR MEASUREMENTS FOR ADOLDARY AND SHE APPRECEDED AS THE FORM A RESETANCE.

WHEN YOU HAVE MADE THE RECTANGLE

MEASURE IT, IT S 5 X15 # 65 50 BCHES.

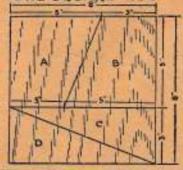
THE SQUARE YOU STATTED WITH WE B"XB" # 64 50 BCHES. NET GAIN.

CUT-UP SQUARE

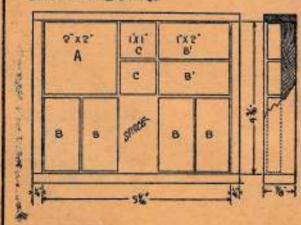


GUT OUT 80 OF THE PROVE DIRECTOR PROM.
V4 INCH PLYWOOD, BY SURE TO LAY
THAM OUT SO THAT THE GRAN DOES NOT
MATCH UP WITH ANY OTHER PRICE.
WITH THE 20 DECES TRY AND FORMA A
SQUARE, IT CAN BE DONE.

ONE SQUARE INCH



SHUFFLE BOARD



HE BASE OF THIS PUTTLE IS IN THICK BY 4ME X 5 ME. NAIL NO. STRUPS NO HIGH AROUND THE BASE AND TRIM OFF THE ENDS.

ENDS.
THE PLAYING BLOCKS ARE MADE
FROM Mg IX. THOK PLYMODD.
YOU WELL REQUIRE !—

1 - \$2 X Z X Z FIG. A

6 - Mg X I X Z FIG. B

2 - REX I X I FIG. C

SMOOTH OFF THE BLOCKS WITH
SANDPAPER.

CHACE THE BLOCKS AS SHOWN IN THE DIMORAM THE CRUECT OF THE CAME IS TO THE CONNER OCCUPED BY BLOCKS MARKED "B".







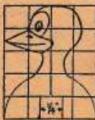
談

THE STREAMLING SET UP IT WILL ALSO SAVE PAPER AND PENCILS.

ALL PARTS FOR THIS SAME ARD

MEMEN

MAKE 5 OF THESE



THE BASE

CAY OUT
QUARTER INCH
SQUARES ON A
PIÈCE OF LUMBER
MA' THICK AND
DRAW IN THE TWO
DIFFERENT HEADS,
AND MAKE FIVE
OF EACH HEADS
OUT WITH A SAW.
MAKE TEN BASES
ALSO AND CUT
THEM OUT.

GOLOR THE DUCK AND CHICK WHITE WITH YELLOW GEAKS, PAINT THE EYES BLACK, THE BASE 13 PRINTED EITHER WHITE OR BLACK.



BIRST CUT OUT OF A PIECE OF 1/4" LUMBER A BLOCK 4/4" X4/2".
SMOOTH THE BOOKS WHITE W. AN DRY ADD THE BLACK DIVIDING LINES 1/2" APART (SEE DRAWING ABOVE). OR YOU CAN PAINT THE SQUARES IN TWO COLORS THE WAY A CHECKERBOARD IS MADE.

TO PLAY - TWO PLAYERS PLAY THE GAME.

BACH OWN TAKES A SET OF DUCKS OR CHICKS.

THE FIRST PLAYER PUTS HIS MAN IN A
SQUARE AND THE NEXT PLAYER PLACES HIS
MAN IN A SQUARE - ANY SQUARE EXCEPT THE
OME ALREADY PLAYED IN. EACH ONE TAKES
THEIR THIRN IN PLRYING UNTIL ONE OF THE
PLAYERS HAS 3 MEN IN A ROW, AND HE
WINS THE GAME. (SEE BELOW)

OX JOX XXO TOX



MAKE 5 OF THESE



THE MEN ARE
JOINED TOGETHER AS
SHOWN HERE.
ADD A LITTLE
BLUE IN THE
SLOT TO MAKE
THE MEN MORE
SOLID.



1"SQUARES

HAKE A PIECE OF
LUMBER-8 SQUARE
BY 3/4 THICK- DIVIDE
WITH PENCIL INTO I"
SQUARES, MARK IN THE
DOTS AS INDICATED
AND ORLL W, HOLES
ABOUT 1/2 DEEP.

NEXT - FASHION 33 WOODEN PEGS 2"LONG (BIG MATCHES WILL DO) TO FIT INTO THE HOLES.

THE GAME

STARTS WITH ALL THE HOLES-EXCEPT THE CENTER ONE — FILLED WITH PEGS. THE IDEA OF THE GAME IS TO JUMP ONE PEG OVER ANOTHER-AS IN CHECKERS-UNTIL ONLY ONE PEG IS LEFT. ALL SET TO START TO PLAY

San Bar

Cut-Ups

THE PROBLEM
IS TO CUT THIS --FIGURE INTO 4
PIECES THAT CAN
BE FITTED TOGETHER
TO FORM A PERFECT
SQUARE. NO OVERLAPPING OR HOLLOW
SPACES.



CUT OUT A"T" AS SHOWN OF HEAVY CARDBOARD. HAND THE PIECES TO SOMEOHE AND ASK THE PERSON TO MAKE A"T"

